allowable wagers may also be provided. Such a response window is also dynamically updated as available bets are made or changed. In addition to the displays listed above, dialog boxes presenting last minute betting advice or information can also be displayed. Such advice can include, for example, up to the minute status of race participants not currently being shown on the broadcast or the injury status of key players at an event. **Figure 3** depicts an integrated display with a live video feed and interactive content.

Figure 10 depicts a betting login page which includes Login and Password fields for logging on to the interactive service. The connection can be established over the Internet using a Virtual Private Network (VPN) tunnel and Secure Sockets Layer (SSL) connection. Once a secure connection is established, an authentication process occurs in which the users enters his user name and password in separate fields. If the incorrect user name and password are entered, the login screen is again displayed. No assumption is made that the mobile betting client has a keyboard or a mouse. However, the user can edit text with a delete key and navigate with arrow keys or other cursor control in both the horizontal and vertical planes.

In order to participate in the service, the user will need to register with the betting provider server 108. New users will need to register. Registration information includes information about the device the user is connecting with, the bandwidth of the connection, and the style sheet (or skin) the user prefers. New user generally are kept from participating in the service until an active betting supervisor or administrator enables the user logon.

Logging on allows users of the service to make bets and watch both live and on-demand streaming broadcasts. **Figure 11** depicts a main betting page supplied by the betting server 110 to the user at logon. Information such as the current time, last use, and account balance information is displayed. Information such as the number of other users currently participating can also be displayed. Users can navigate from the main betting page to other pages by navigating with the arrow or cursor control keys.

After the log-in process, the only chance to navigate is downward to reach "lower" folderleaves. Thereafter, the user can navigate up or down in the levels to choose the service. In a preferred embodiment of the invention, there are four main services which can be on

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different pages or vertically positioned in the display screen. The main page is for betting actions and watching video transmissions. There may also be a news service providing various short messages concerning the games. A settings page allows a user to change their personal settings.

Figure 12 depicts a page showing the status of currently available betting opportunities. The betting window, that is the times during which placed bets will be valid is also displayed. The page functionality is shown as visual or graphical illustrations. The page can contain and present betting information in many different forms, for example, warning lights. The page depicted in Figure 12 has blinking lights in the form of traffic lights 1202. The traffic lights are designed to provide advanced notification to the user of situations in the betting window. For example, one situation would be the amount of time left in the betting window. For another example, a change in the betting information which could affect the choice of bets placed. In the presently preferred embodiment, the traffic lights use color to indicate the importance or immediacy of particular information: e.g., red, orange and green.

Figure 13 depicts a table representing the user selection of colors and when the different colors can be shown. The color preference choice can be made at registration. In the presently preferred embodiment, the orange traffic light is configured to appear a day or two prior to the close of the betting window. The red light is configured to appear when only a few minutes of betting are available. In the presently preferred embodiment, the user cannot change the appearance of the utmost important color. The utmost important color is set by the rules of the betting administrator, usually red.

In addition to traffic signals, the window can have flashing or blinking colors to impart information to the user. Again, the flashing or blinking of text can be made at registration. The user interface database 702 in the betting provider server 108 contains the skin preference information i.e., titles of the pages, background information selections, font selection, color selection etc. Figure 14 depicts skins which can be configured according to user preference. In the presently preferred embodiment, the users personal information page allows changes in skin preferences. For example, if player is a NHL Dallas Stars fanatic, the user can change

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color of pages, icons, and push buttons, to green and gold tones

Figure 6 depicts a flowchart of the interactive betting process. First, a mobile betting client wishing to interactively bet connects to the betting provider **(Step 602)**. Once connected, a secure network connection, using, for example, encryption or secure sockets, is established **(Step 604)**. Once a secure connection is established, an authentication process occurs, comparing user name and password entered by the client to entries in a database of user information **(Step 606)**. Once authenticated, the client can select the type of competition to bet on, for example, auto racing, hockey, or football. **(Step 608)**. If live video and audio is available, the competition is displayed **(Step 610)**. The interactive betting opportunities currently available for the chosen competition are then displayed to the client **(Step 612)**. The betting opportunities are dynamic and will be continuously updated. The client informs the betting provider of its desire to bet **(Step 614)** and the stakes **(Step 616)**. The stakes can be variable amounts or limited to selections presented in a choice menu. The betting selection and the stakes are sent to the betting provider across the secure connection **(Step 618)**. The betting provider verifies the entries made by the client **(Step 620)**. Further checks, including client payment history and credit reports can be included in this verification step (Step 620). If any of the entries is invalid, a valid entry is requested **(Step 622)**. Entries can be invalid for several reasons, for example, incorrect selection, closing of the requested betting selection prior to the bet being received, or the client's inability to cover the stakes.

If the entries are valid, the betting provider informs the client of that the particular wager has been accepted **(Step 624)**. Different bets open and close during the course of the competition. Once the bet has been made and accepted, the client may continue to view the competition, personally monitoring the outcome of its wager and making other bets on the same competition **(Step 626)**. The client may also choose a different competition to view and possibly bet on **(Step 628)**. If the client does not wish to view or bet on any other competitions, the connection between the client and the betting provider is closed **(Step 630)**.

At some point after the close of a particular wager, the participants are informed of the result and appropriate adjustments to betting accounts are made. If the client is still connected

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